





EPISODE: 01 "YOU WERE THINKING SOMETHING
DIRTY WERE NT YOU..."





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10 MINUTES LATER...



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KAZUKI ENDO/ARTWORK

1ST YEAR, CLASS 1

YUME ASABURA

YOU
ASHAME?

I'M
SORRY,
TOO, FOR
SCREAMING
SO BAD-
DEMLY...

SORRY!

SORRY
ABOUT
EARLIER!

AND, YOU
ARE...?

OTOYU-
KURUM!

KAZUKI ENDO/ARTWORK

1ST YEAR, CLASS 1

OTOYME ASABURA

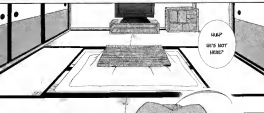
THIS...
IS BAD.

は...
「GASP」

OTO-NEE...
YUME...

OTO-NEE
I'M
HAPPY!!!





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WHY
EXACTLY
DID THINGS
TURN OUT
LIKE THIS?



WELL,
YOU
SEE...



WHY
DIDN'T
YOU JUST
SAVE ME
BY YOURSELF?

GO...

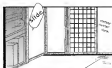


Oh, really,
that wasn't
just...

IF THOSE
TWO SAW
YOU, IT'D
BE REALLY
BAD TO
EXPLAIN...















A
HAUNTED
HOUSE?



HOW
ABOUT A
HAUNTED
HOUSE?



HOW
ABOUT
THAT
KIND OF
HAUNTED
HOUSE?

...TO A
DARK AND
SCARY
PLACE
WHERE THE
PROXIMITY
REACHES THE...

YOU
WANTE
THAT
SPECIAL
GIRL...

MAX!





SINCE YOU
SUGGESTED
IT, YOU'LL
BE TAKING
RESPONSIBILITY
FOR IT, RIGHT?

エエッ!!



COULD
BE
PUN



EVERY
ONE'S
WELCOME
GUY

HA...
BUT
OF
COURSE



YOU
GAVE
YOUR
WORD.

CRAP



WILL PUT
ON A
HAUNTED
HOUSE!

ほッ

OUR
CLASS...

ん!!

BAND









I KNOW
THAT...
THIS IS
PAYBACK
FOR THIS
MORNING.

コッ

I'M
SWEET
SWEET
MOM,
YOU
KNOW...



X SIRA-KARA

✓ NARUKA

IT'S
NOT
SIRA-
KARA,
IT'S
NARUKA!

EUP



I'M REALLY
SORRY
ABOUT THAT,
SIRA-KARA

THERE
YOU GO
AGAIN!



Chapter 1 End-Notes (1/2)

As you probably already know, *Da Capo II* was originally a Japanese videogame, and represents the second major installment in the larger *Da Capo* franchise that has spawned countless sequels, adaptations, and other merchandise. *D.C. II Imaginary Future* in particular is known as an “If Story”, which is to say that it poses the question “What If?” As you’ve seen in this chapter, the particular “What If?” question being posed here is “What if Natsuki lived together with Yoshiyuki?” It goes without saying that alternate retellings of a story are written for people who are already familiar with the original, since they will be most able to appreciate the alternative point of view. At the same time, *D.C. II IF* can quite easily stand on its own even if you’re completely new to the franchise. While I assume that most people reading this manga have probably already watched the *D.C. II* and *D.C. II S.S.* anime series, in case you haven’t, here are some items mentioned in this manga chapter that you should probably know:



As you probably gathered from the chapter, Koko and Yoshiyuki might be related! This is the only her image appeared when Yoshiyuki was wondering what kind of kind he is his future. In spite of that, though, Yoshiyuki sometimes seems after his feelings towards her.

Setsubukika 雪月花

On Page 16, upon talking at school, Yoshiyuki meets his classmates Koko, Otsune, and Aika, and greets them using the name “Setsubukika”. The word is actually a combination of the Japanese lang for snow (*yuki*), moon (*tsuki*), and flower (*hana*), which are themes often used in Japanese art and poetry to represent the beauty of the changing seasons. In this case, it represents a sort of pun of the family names of the three characters (shown below in Japanese order).

YURIMura Aika	雪村 亜	(snow)
TSUKIKihara Koko	月村 小児	(moon)
KANAKura Kikoe	花村 桂	(flower)

So, if you combine the first lang of each of the Japanese names, you get “YukiTsukiHana” – “Setsubukika”. The “nickname” stuck because the three beauties are close friends that are always seen together at school. The appearance and personality of each of the three girls is also largely influenced by the symbol represented in their family name.

The Yoshinos and the Asakuras

As *Da Capo* anime viewers and manga readers will already know, the Yoshino and Asakura families form an essential part of the *Da Capo* backstory. The particular manga picks up at the same point as the *D.C. II* game (and *D.C. II S.S.* anime) where we find the protagonist, Yoshiyuki Sakurai, living with School Principal Sakurai Yoshino, and next door to the two Asakura siblings, Otsune and Yume. Sakurai Yoshino is, in fact, the same character that was featured as a heroine in the original *Da Capo* anime and manga series. Otsune and Yume are the granddaughters of *Da Capo* protagonist Junichi Asakura and the heroine featured at the end of both the *D.C. S.S.* anime and *D.C. S.S.* manga (if you don’t already know, watch or read it for yourself). *D.C. II* itself is considered a continuation of the “canon ending” of *Da Capo*, and is set 53 years in the future. Yoshiyuki spent some years in his childhood living with the Asakuras, which is why he considers Otsune and Yume to be close family, like sisters. He only moved next door with his caretaker Sakurai. In more recent years, but the two neighboring households are still quite close. Both Otsune and Yume are somewhat possessive of their “brother”, which is why Yoshiyuki finds himself so deathly afraid of being “caught” with Natsuki by them when they come to pick him up in the morning on the way to school.



For this manga, we’ve chosen to adopt the Japanese pronunciation, since they are so ubiquitous and important in the *Da Capo* franchise.

Yume is one year younger than Otsune, and her nickname is most “little sister”, or “Otsune’s baby”. As Yume is younger than Otsune, Yoshiyuki simply refers to her as “Yume”.

Otsune is two years older than Yoshiyuki, and her nickname is most “Otsune’s sister”, or “Younger Sister”. Yoshiyuki calls Otsune “Otsune”, which is a nickname adopted from the longer form of “Otsune’s sister”, or “Otsune’s Sister Otsune”.

Chapter 1 End-Notes (2/2)



"Call Me Nanaka"

On Page 24, and then again on Page 32, Nanaka asks and then insists that Yoshiyuki call her "Nanaka" instead of by her family name "Shadalova". For those familiar with the Do-Capo franchise, this request will no doubt remind you of a similar request from an earlier Shadalova: the school idol of two generations past, Koton. This would be considered highly irregular, considering that Yoshiyuki only just met Nanaka, and addressing people directly by their first name indicates a degree of closeness that you just wouldn't normally have with a stranger (not to mention an "idol") after the first encounter. Yoshiyuki is embarrassed by this presumption of closeness, but relents, to Nanaka's delight. (Note that Nanaka still calls Yoshiyuki "Yoshiyuki-kun" with the suffix. This is a close form of address, but not as intimate as the way she's asking him to address her.)

Incidentally, for the curious long time Do-Capo fans, neither the D-C II game or any of its adaptations ever specify whether Nanaka is in any way related to Koton or how, despite the obvious similarities.

Other Fun Facts, Trivia Tidbits, and Random Ramblings...

- In the chapter cover, Koto, Nanaka, Otsune, and Fune are shown connected by a "red string of fate".

- The chapter title is always a phrase uttered by one of the characters in the chapter.

- I would have thought that manga artists draw two-page spreads as one large image they'd get cut into if digitally. This artist clearly doesn't do that. (Anyone who wants a fun editor test...)

- On Page 32, two boxes are shown in the closet stacked on top of each other, but a star decal is spread over the two boxes. What's that supposed to be, a sticker? A mystery...

- A few times in the chapter, they make a rather big deal about cases where someone points at someone else. It'd be considered pretty bold/nude, to the degree that even Sugarsnaps would make a comment about it.

- Speaking of which, despite the obvious similarities, the Sugarsnaps of the story has no established connection to the Sugarsnaps in the original D.C., even though he's played by the same voice actor in all the anime series and PS2 games. You can pretty much guarantee that, if (when?) they make a D.C. II, it'll have Sugarsnaps. (By the way, KOT points out that "New Sugarsnaps" here isn't quite as complete/invariable as his original incarnation, since the Sugarsnaps' plans are sometimes foiled.)

- In the game, there were other choices for the date party. The other choice in the original game was a Puppet Show (featured in the D-C II S anime). In the PS2 consumer version of the game (D.C. II Plus Situation), they added a third "S.S.P." scene (which stands for "Super Sexy Party").

- If you ask me, Sakura definitely enjoyed playing the "You older than you and I'm the head of the household" card. I think Otsune and Fune thought they could get away with it because Sakura seems like such a scatter-brain. But, if you recall your original D.C., Sakura is actually somewhat of a prodigy, and has an exceptionally high I.Q. I personally think she just acts the way she does because she enjoys life.

- This chapter took forever to be released because I-(r) got busy with real life, but I want to thank the rest of the staff (and the IRC buddies) for waiting. Expect more chapters soon!

D.C. II *Imaginary Future*

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